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Exam : **98-380**

Title : Introduction to Programming Using Block-Based Languages (Touch Develop)

Version : Demo

1.HOTSPOT

You are a tutor at a company college.

You write the following function to provide overall feedback based on the mark of each assignment:

```
01 function feedback (
02     mark: Number)
03 returns (
04     message: String)
05 do
06     if mark ≥ 90 then
07         return "Excellent!"
08     else if 75 ≤ mark and mark < 90 then
09         return "Very Good!"
10     else if 60 ≤ mark and mark < 75 then
11         return "Good!"
12     else
13         return "Try Again!"
14     end if
15 end function
```

You need to evaluate the code.

For each of the following statements, select Yes if the statement is true. Otherwise, select No.

NOTE: Each correct selection is worth one point.

Answer Area	Yes	No
The function at Line #8 is equivalent to: ***else if not (mark < 75) and not (mark ≥ 90) then***	○	○
The function at Line #10 is equivalent to: ***else if not (60 > mark or mark ≥ 75) then***	○	○
The function will have the same behavior if the "end if" statement at Line #14 is moved to Line #12 to replace the "else" statement.	○	○

Answer:

Answer Area	Yes	No
The function at Line #8 is equivalent to: ***else if not (mark < 75) and not (mark ≥ 90) then***	●	○
The function at Line #10 is equivalent to: ***else if not (60 > mark or mark ≥ 75) then***	○	●
The function will have the same behavior if the "end if" statement at Line #14 is moved to Line #12 to replace the "else" statement.	○	●

2.DRAG DROP

You are mentoring a group of school students who are creating games for a project.

The game must display feedback as it is played, as described in the following table.

Score	Feedback
500 or more	You are doing well
Between 50 and 500	Keep playing the game
Below 50	Your score is getting low

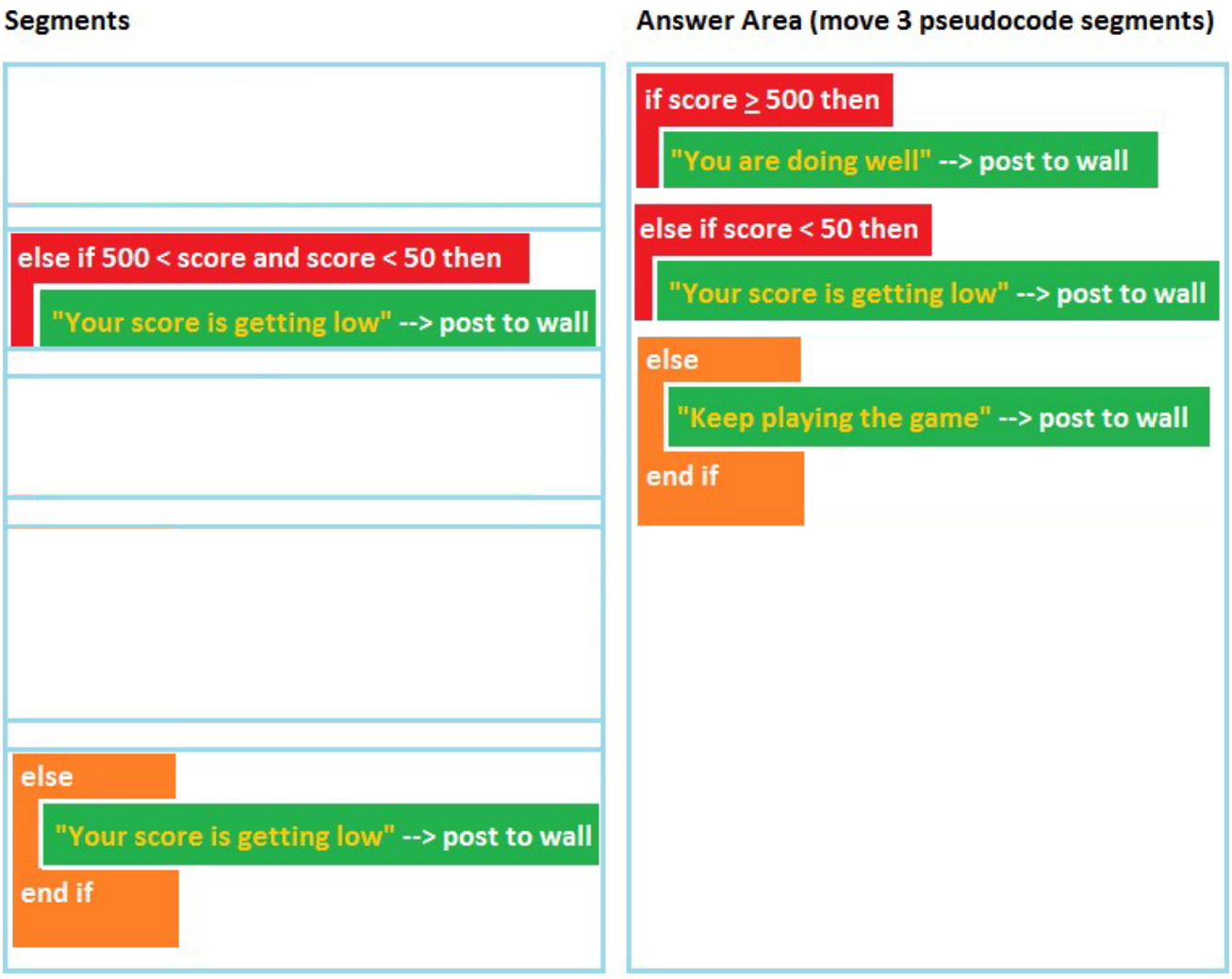
You need to help the student group create this code.

Which three code segments should you use to develop the solution? To answer, move the appropriate code segments from the list of code segments to the answer area and arrange them in the correct order.

Segments

Answer Area (move 3 pseudocode segments)

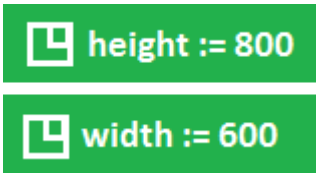
Answer:



3.DRAG DROP

Adventure Works is writing an application in TouchDevelop using a sprite named football3.

You set the following variables to determine the dimensions of the board:



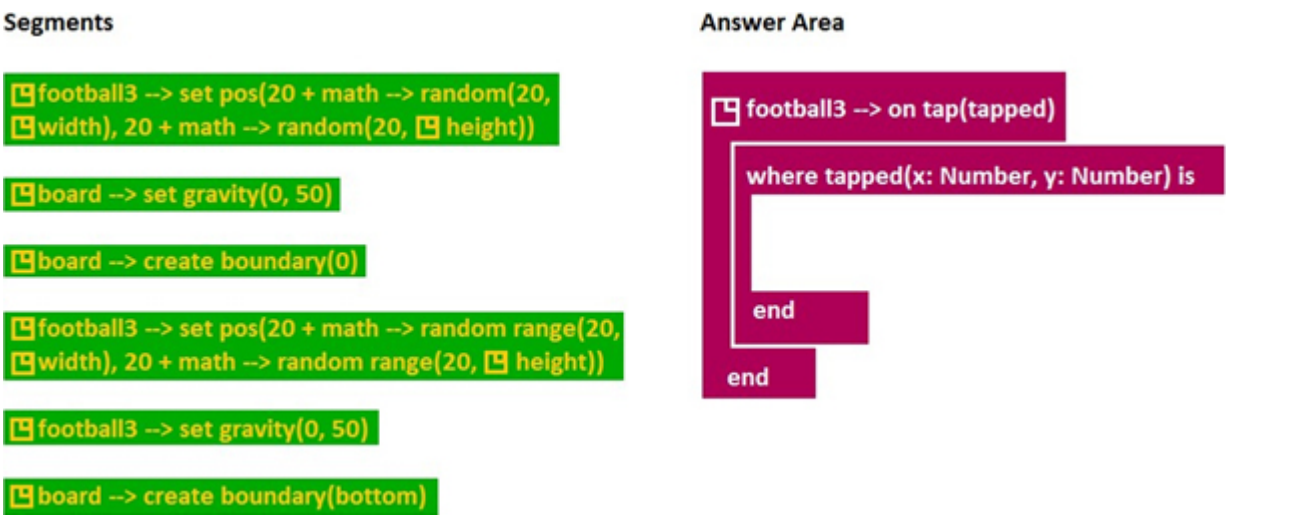
When the user clicks the football, it must move to a random location and bounce repeatedly off the bottom of the game board.

You need to write the code to move and bounce the football.

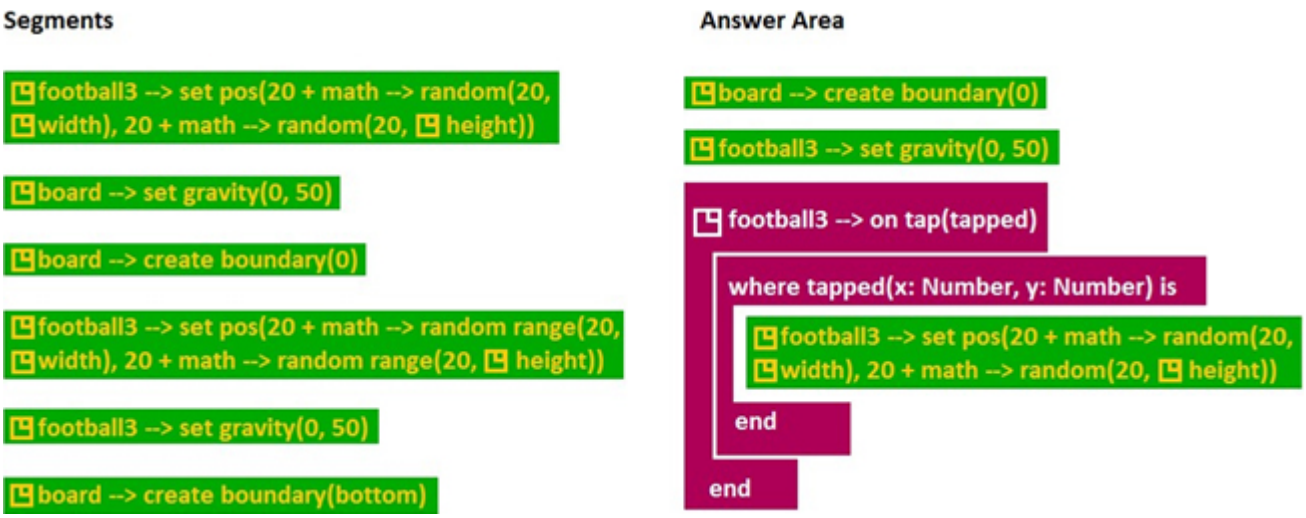
How should you complete the code? To answer, drag the appropriate code segments to the correct location. Each segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.

NOTE: More than one answer choice combinations is correct. You will receive credit for any of the correct combinations you select.

NOTE: Each correct selection is worth one point.



Answer:



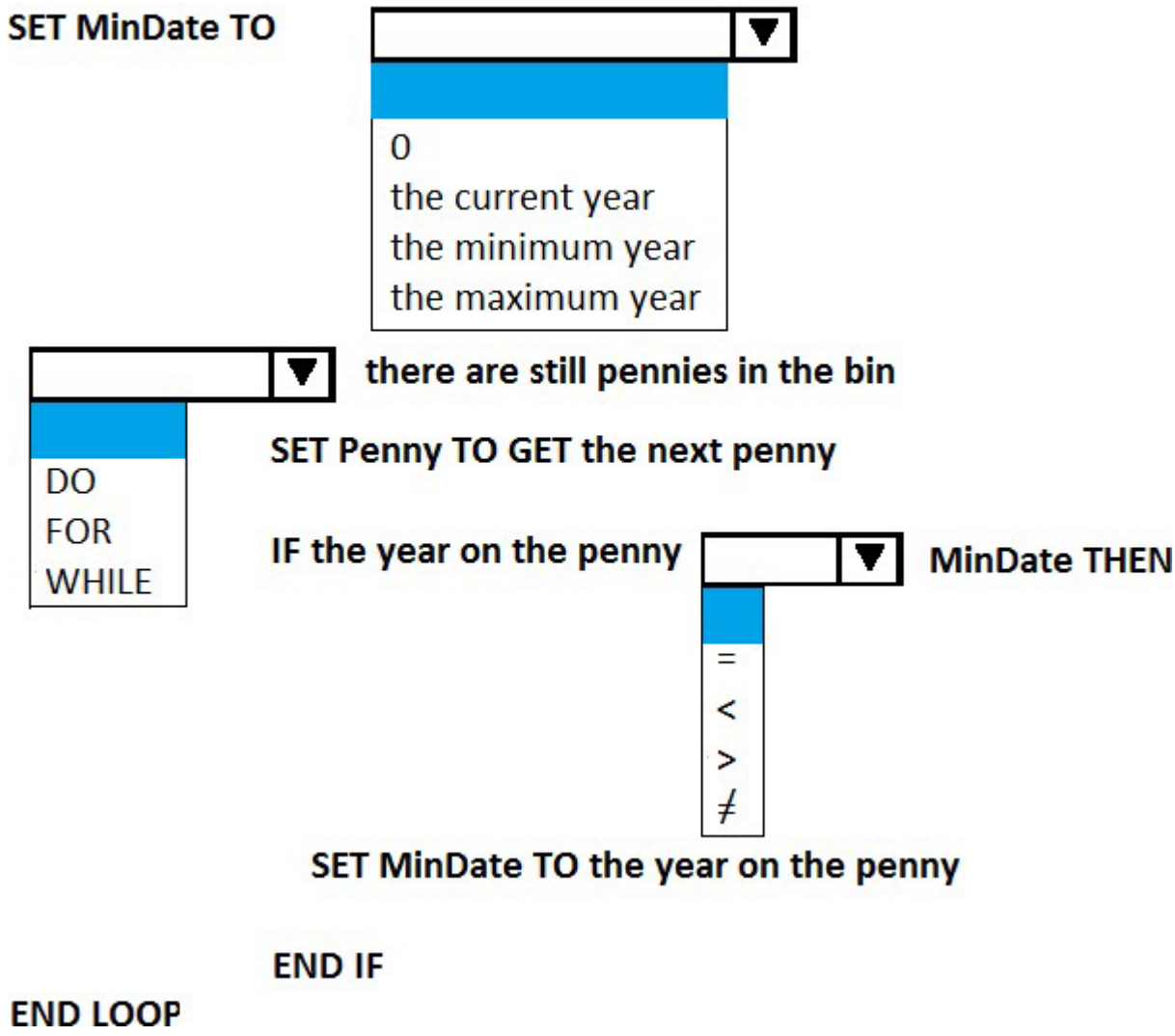
4.HOTSPOT

A coin minting agency hires you to find the oldest known minted pennies. The agency has a coin machine. You need to create the algorithm to identify the oldest minted year of the pennies inserted into the machine.

How should you complete the algorithm? To answer, select the appropriate options in the answer area.

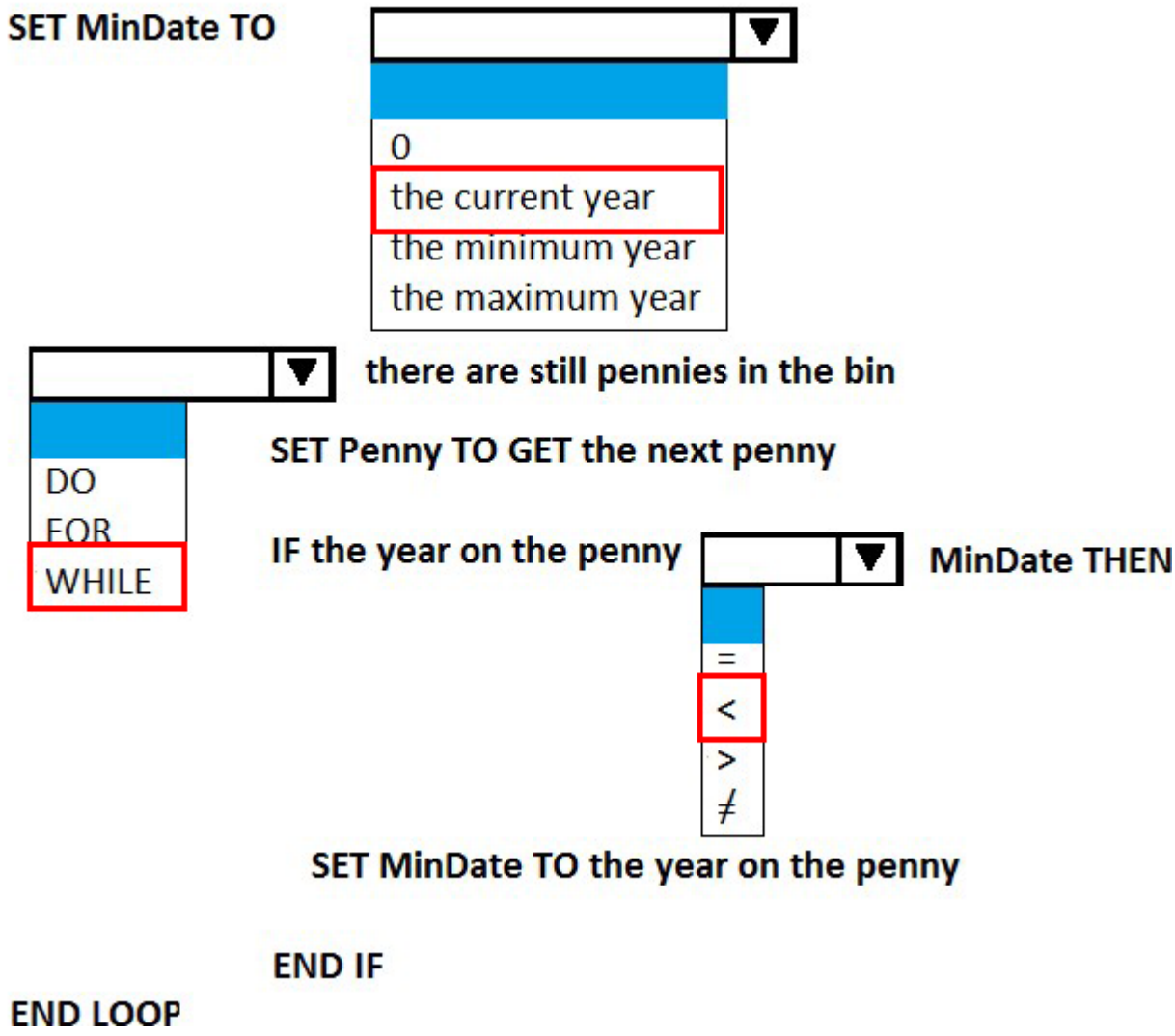
NOTE: Each correct selection is worth one point.

Answer Area



Answer:

Answer Area

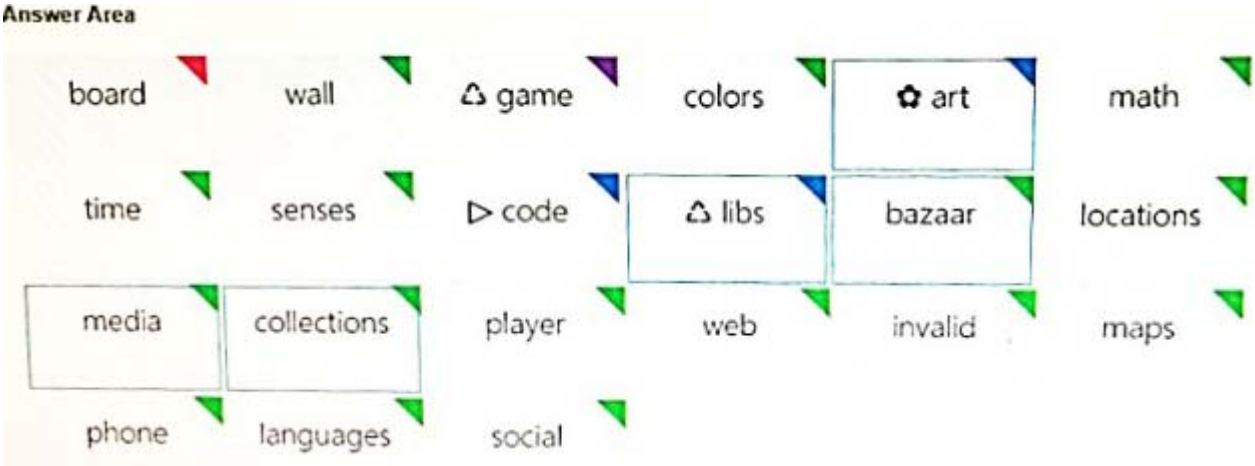


5.HOTSPOT

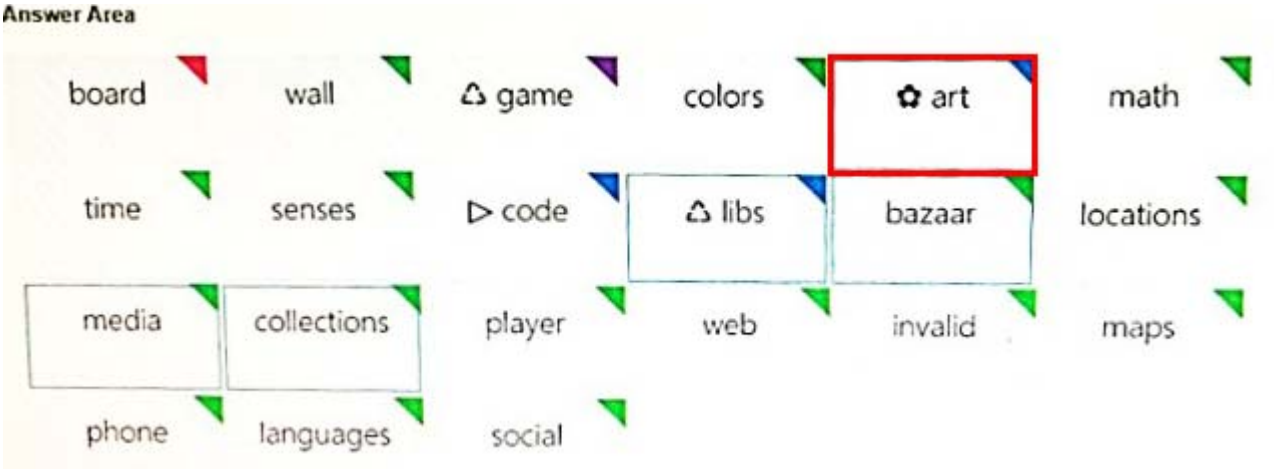
You want to allow a user to choose a picture from his or her device.

Which library includes a function that will accomplish this goal? To answer, select the appropriate library in the answer area.

Answer Area



Answer:



Explanation:

References: https://www.touchdevelop.com/docs/how-to-search